



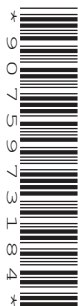
Oxford Cambridge and RSA

**Tuesday 14 May 2024 – Afternoon**

**AS Level Computer Science**

**H046/01 Computing Principles**

**Time allowed: 1 hour 15 minutes**



**Do not use:**

- a calculator



Please write clearly in black ink. **Do not write in the barcodes.**

Centre number

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Candidate number

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First name(s)

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Last name

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### INSTRUCTIONS

- Use black ink.
- Write your answer to each question in the space provided. You can use extra paper if you need to, but you must clearly show your candidate number, the centre number and the question numbers.
- Answer **all** the questions.

### INFORMATION

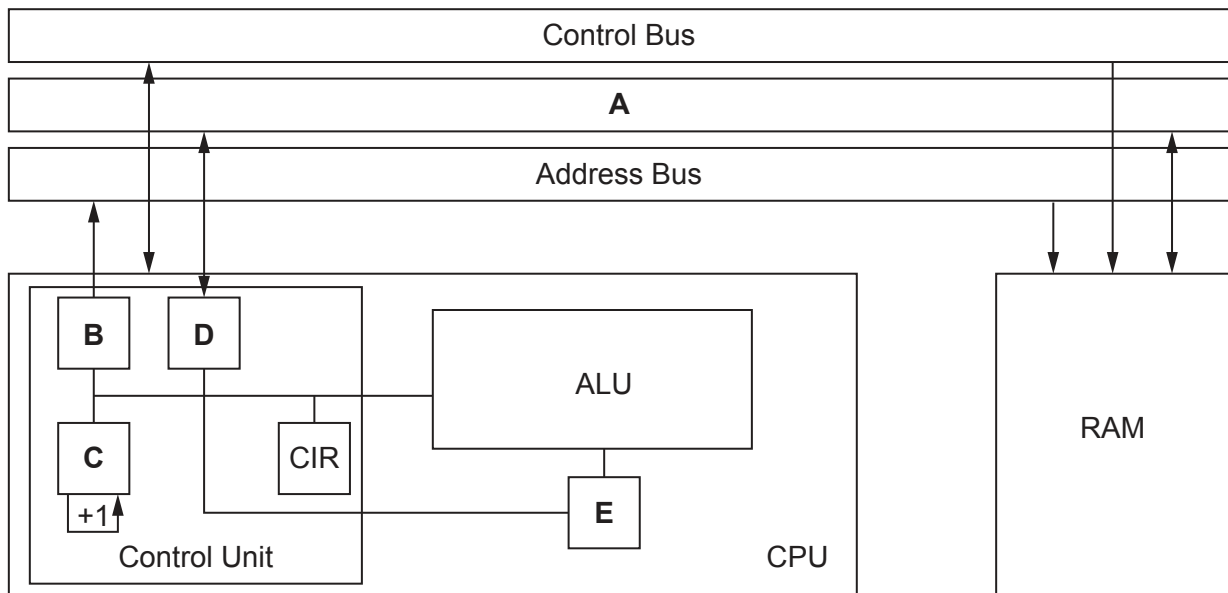
- The total mark for this paper is **70**.
- The marks for each question are shown in brackets [ ].
- Quality of extended response will be assessed in questions marked with an asterisk (\*).
- This document has **16** pages.

### ADVICE

- Read each question carefully before you start your answer.

Answer **all** the questions.

1 Here is a diagram of a computer system.



Identify each of the labelled components in this computer system.

<b>A</b>	
<b>B</b>	
<b>C</b>	
<b>D</b>	
<b>E</b>	

[5]

**2\*** Most modern computers are designed using Von Neumann Architecture. However, in some cases Harvard Architecture may be preferred.

Discuss the difference between Von Neumann Architecture and Harvard Architecture.

You should refer to the following in your answer:

- the different approaches each architecture takes to storing instructions and data
- the benefits of using a Von Neumann Architecture approach
- the benefits of using a Harvard Architecture approach.

**[9]**

This image shows a single page of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

- 3 A secondary school is upgrading their computers. They decide to install “thin client” computers. A thin client computer is when users access their computer in the usual way with a keyboard, mouse and monitor. However, all processing takes place on the virtual machine on a server rather than the computer at their desk.

(a)

- (i) Describe **one** advantage of using virtual machines in this way.

.....

.....

.....

..... [2]

- (ii) Describe **one** disadvantage of using virtual machines in this way.

.....

.....

.....

..... [2]

- (b) Each virtual machine will run an operating system. One type of operating system is multi-user.

Describe **two** other types of operating system and give an example of where each may be used.

**TYPE 1**

Description .....

.....

.....

.....

Example .....

.....

**TYPE 2**

Description .....

.....

.....

.....

Example .....

.....

[6]

- (c) The virtual machines will have utility software and application software installed.

- (i) Describe the difference between utility software and application software.

.....

.....

.....

..... [2]

- (ii) The application software installed will be used by students to complete their school work.

Name **two** different types of application software that may be used by students, giving an example of how each may be used.

**TYPE 1**

Name .....

.....

Example .....

.....

**TYPE 2**

Name .....

.....

Example .....

.....

[4]

- (iii) The application software installed on the virtual machines can be closed source software or open source software.

Explain **one** advantage to the school of using open source software.

.....

.....

.....

..... [2]

- (d) Name **three** different types of utility software.

1 .....

.....

2 .....

.....

3 .....

.....

[3]

4 All source code needs to be translated into object code using a translator.

(a) Tick **one** box in each row to indicate which type of translator is being used.

	Compiler	Interpreter	Assembler
Creates an executable file			
Creates one line of object code for each line of source code			
Translates all the high-level code at once			
A program needs to be translated each time it is run			

[4]

(b) A software development company has written a new computer game in a high-level language.

Identify which type of translator would be the most suitable for the computer game and give a reason why.

Type .....

.....

Reason .....

.....

[2]



- (c) The pseudocode algorithm here will take in two numbers from the user, multiply them together using addition and output the result. For example, 4 multiplied by 3 would be  $4 + 4 + 4 = 12$ .

You can assume the function `input` takes in a value as an integer.

```
numA = input("Enter first number")
numB = input("Enter second number")

answer = 0

while (numB > 0)
    answer = answer + numA
    numB = numB - 1
endwhile

print(answer)
```

Write this algorithm in assembly language using the Little Man Computer (LMC) instruction set.

[6]

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6

(a) Using the binary value 1001 1101, convert this into:

(i) A positive denary number.

.....  
..... [1]

(ii) A negative denary number using two's complement.

.....  
..... [1]

(iii) A hexadecimal value.

.....  
..... [1]

**(b)\*** Binary values stored by a computer can represent different types of data.

Discuss the different types of data that can be stored in binary and why computer systems store data in binary format.

You should refer to the following in your answer:

- what types of data can be represented in binary
- examples of how binary is used to represent this data
- why computers store data in binary format.

**[9]**

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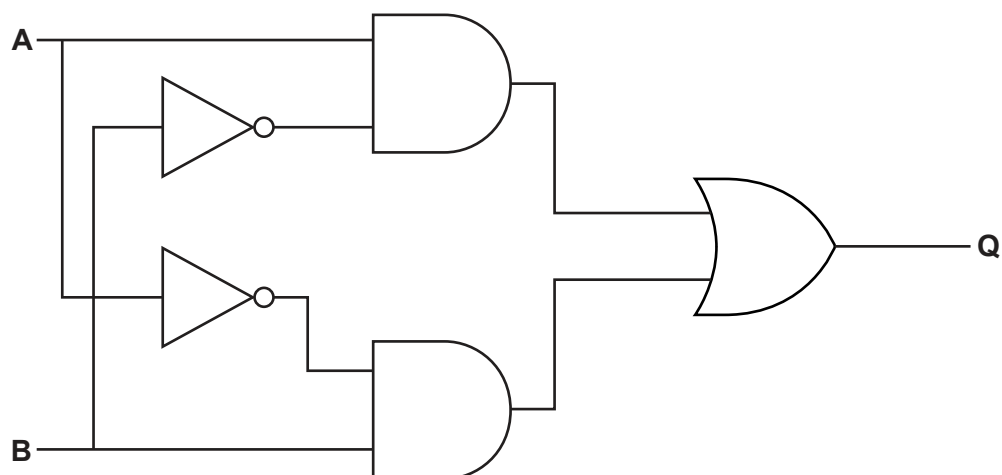
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7

(a) A logic gate diagram is shown below.



(i) Complete the truth table for this logic gate diagram.

A	B	Q
0	0	
0	1	
1	0	
1	1	

[2]

(ii) What single gate is this logic gate diagram equivalent to?

.....

..... [1]

(b) Draw the logic gate diagram for this expression:

$$Q = (A \vee \neg B) \wedge C$$

[3]

END OF QUESTION PAPER

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